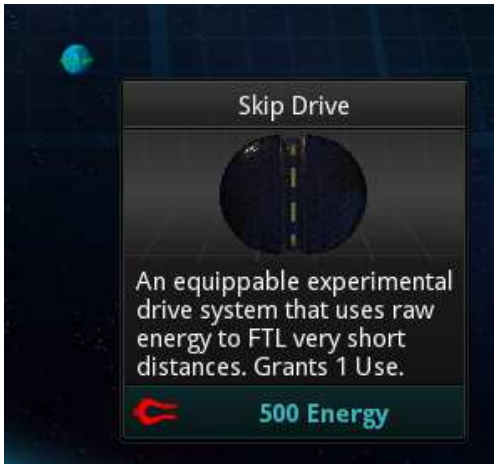
Situational Awareness and Planning (Continued)



In the systems you visit, you may occasionally find orbs like the above. Think of them as chests or loot that you may encounter. They will require “energy” to activate to make use of their special bonuses. We’ll talk about these later. The Mono starts with 5 of these special orbs in their home planet but you will not get to use them until your economy is built up.

Let’s take a look at the galaxy. Use your mouse wheel to zoom out.

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You can now hover over stars and see how they are connected. Basically the connections show how planets within each star system can participate in the supply chain that constitute the economy in SR2.

Game Mechanics: Economic Supply The lines connecting the stars simulate how SR2 design supply lines. It’s an artificial construct as real space does not work this way but it’s a design decision and will present us with some strategic choices and decisions. What it means is that only planets in systems connected by these lines can transport resources to be used in other planets connected by the lines.

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Now, the game generates a blackhole in the center of the galaxy. One of our objective is to build towards the center as it’s where the probability for special resource and higher tiers planets exist. It’s a clever way to encourage expansion towards conflict zones by the designers. Good design here.

You can take some time now to see how the stars are connected to get a sense of how you should be expanding. As noted earlier, in a Spiral galaxy. The arms are “sealed off” and not connected to the center. It offers a “safe” expansion zone. But this is balanced by the potential lack of higher quality planets.

Situational Awareness and Planning (Continued 2)

Let’s zoom back in and take a look at our surrounding stars.

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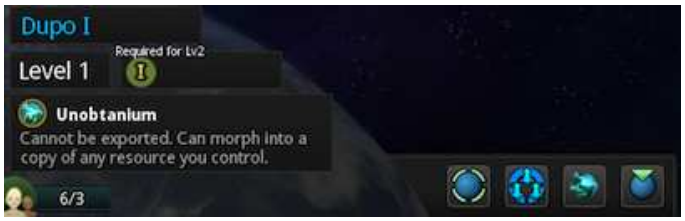
Interface Tip: You will find yourself using a zoom that your are most comfortable with as you play the game. Normally. for me, it's a view that covers a few star systems. This view offers the best combination of information and awareness. The great thing is that as your empire expands, the information is still quite easily accessible from even the galaxy view. Once you get used to the screen. Things will become second nature.

Let's hover over the star Dupo. Here we see the UI updates to show us the star connections. This is important as it shows us that we'll need to get to those stars and see if we can expand there while building the economic network.

If you click on the Dupo I planet. You will notice that the lower left corner updates itself with the most important information about the planet.



Interface Tip: This information panel apply to anything that you can click on in the Galaxy Map. It shows the most critical information regarding the selected object. Here we have the name of the planet Dupo I, the "level" of the planet, and the requirement to reach the next level. We also have the special resource called the "Unobtainium" and a population counter that reads 6/3.

Game Mechanics: Planet Level Planets range from level 0 to 5.
Each level determines how much income it generates, how many people can work there which affects labour and how much "pressure" it holds. We'll talk about the basics first.

Take a look at your top left corner, you will see your Income. Hover the mouse over it and you will see a break down.

As you can see, you “budget” is 550K. The planet itself generates 770K but due to some expenditures, you have only 550K remaining. Home planets are special. They typically generate a lot more income compared to normal ones. Your level 1 Dupo I generates 770K but a typical level 1 planet much less.

A level 0 planet produces NEGATIVE income. Meaning it’ll take away from your treasury every “cycle” which occurs every 3 minutes in real-time.

A level 1 planet produces POSITIVE income and hold more people. And the higher level you go, the more base income it generates. This is excluding the special planets and resources you may use in your supply chains.

A level 5 planet produces most income and hold the most people.

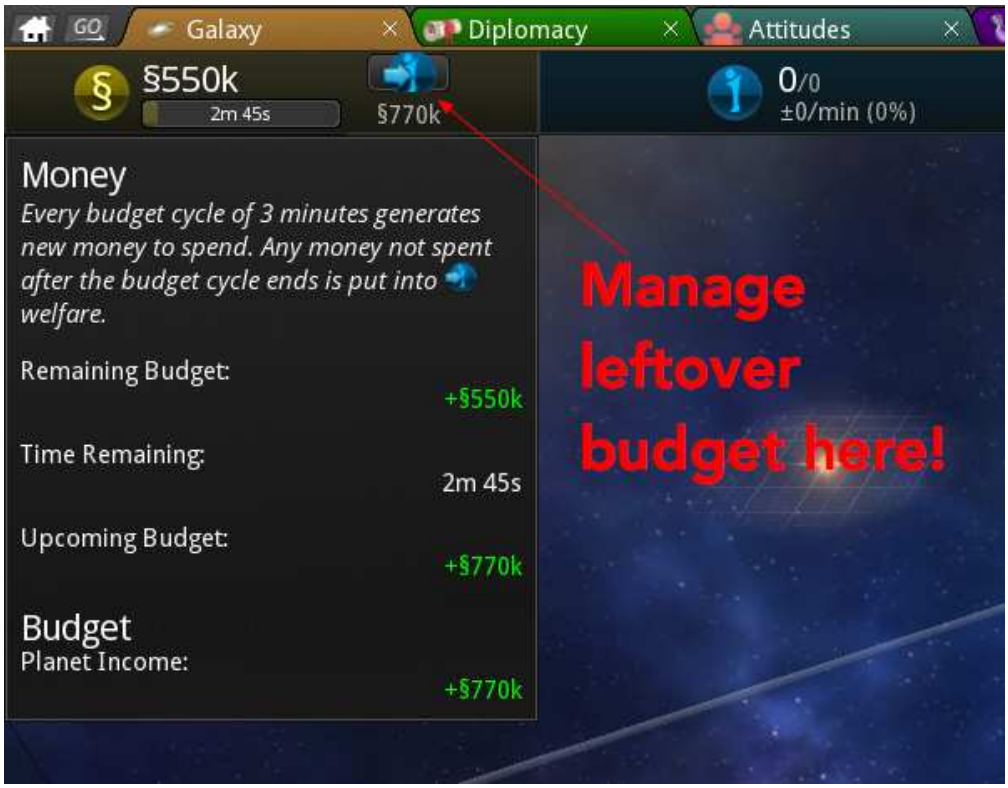
Needless to say, crazy expansion without regards to the levels of the planets in your empire will quickly bankrupt your economy.

As the Mono race, our requirements for building planet levels is different from the other races. We don’t require food and water. Instead we need just non-food resources to level up. We’ll touch on this later.

Game Mechanics: Budget Cycle Every 3 minutes, the game calculates the budget available to you. Your income fills the budget and expenses of maintaining things that you have built (buildings/fleets/orbitals/level 0 planets) deduct from your budget. You can spend up to double your current budget. Meaning if your starting budget is 550K, you can spend up to 1.1M and go into a negative of -550K. Going into negative will reduce efficiencies. But every 3 minutes, the budget is reset and the treasury replenished. If you had a deficit of 550K (-ve), it would probably recover to near to 0 because your income offset the deficit, taking into account reduced efficiencies as you operate in the negative. For us, we’ll try to stay in the positive budget.

Under the 550K you will see a timer bar that reads 2m 45s, this means that in 2mins 45secs, the budget will be replenished with income from your planets. Unspent amount will contribute towards one of the following areas: “Influence, Power, Research, Labour, Defence”

We’ll touch on these later. Now click on the budget leftover button to the right of the budget.



You can see that it’s defaulted to give leftover budget to influence. Here we have a choice to make. Do we keep it at the default so that we can play diplomacy cards sooner or put it into “Power” to activate our 5 special orbs? Or shall we start our research now?

As beginners, we have no idea what is the best. In my play throughs, I never realised that this can have a huge impact in how the game progress because every 3 minutes passes very quickly and it can rapidly boost an area which we want to grow in. For now, let’s keep it at Influence because I’ll like to show my fellow beginners a nice implementation of diplomacy by SR2. So we’ll keep it at influence generation and leave the default there. Energy production and research can wait a bit.

Let’s take a look at our planet again. Hover over Dupo I in the galaxy screen.

Game Mechanics: Planets Population and Resources Each planet have a population, minimally they will have 1. If you hit 0, the planet is abandoned. Here we see 6/3. This means that the population on the planet is 6. But only 3 contribute to labour. The reason is that a level 1 planet can only allow 3 population to work. A level 2 allows up to 8, level 3 16 etc etc…

Our planet hold 3 excess population. Basically you can imagine that they are robots in storage awaiting orders.

Below that, you see the resource the planet holds. It is Unobtainium. The other planet in our system Dupo IV holds Iron, which is a tier 0 resource.

Special Tip: Unobtainium Unobtainum is VERY a special resource that can magically transform into another resource of your choice. As long as you have colonized the planet it was on. It is tempting to use Unobtainum to duplicate a good resource and grow better. But for Mono, it is crucial that you use it to duplicate the FTL resource. The reason is that Mono is dependent on “teleporting” their colonist for colonization work. That’s right! Mono do not ship their colonists on ships to other planets but teleport there instantaneously. This is a double edged sword because it’s extremely powerful. But it requires FTL which currently only accumulates at 1/s.

As the Mono, your Unobtainum can be used to duplicate a FTL resource and make your FTL resource issues go away in a blink! Additionally, the FTL resource at higher levels allows you to obtain a galaxy wide view of ALL FTL travel if your Dupo I becomes a level 4 planet. A level 5 planet will make your FTL usage in-system for free. We will be building up Dupo I and therefore, the duplication of FTL is the best choice in using the Unobtainum in my opinion.

The flag of the right shows the loyalty of the planet which will increase as the level of the planet and the population gets larger.

Summary

1. We have examined our surroundings and have an idea of where we would like to expand.
2. We studied the galaxy map and see the key things that are of immediate concern in the UI. The treasury displaying the budget. The planet tooltip. The information panel.
3. We saw the star connections that decide how the economic resources can be routed.
4. We explained how the budget cycle works in 3 minutes chunk and saw how the excess budget can be redirected.
5. We saw how the planets display the levels and briefly explained how the level 0-5 planets mean.

Next! Let’s get into some action!